Iwarí
RULEBOOK

= INTRODUCTION =

Territories change, the wind shapes dunes and the sun transforms oasis in deserts. Civilizations keep moving, traditions evolving and tribes changing.

As time passes by, ancient civilizations migrate to explore other lands, leaving their mystical memories and sanctuaries behind.

Nature grows and expands over abandoned ruins during the years, wiping out every piece of human trace, creating fertile ground, transforming entire biomes.

= OVERVIEW =

This Iwari expansion will offer you several new ways to play the game by introducing new maps with special rules, a set of new missions and Feats.

With this expansion you will be able to play both in solo and co-op mode.

= COMPONENTS =

1 Game rulebook

3 Double sided map game boards

16 Expedition cards

4 Wooden mountains and 2 wooden icebergs

5 Contested Territory Tokens

1 Determination Token

1 Feat: Worship

3 Worship cards

5 Worship Golden tokens

1 Feat: Courage

1 Metal First Player Token

8 Void Totems

21 Wooden Void Ruins

12 Void Biome cards

12 Claim tokens (solo mode)

= MAPS ATLAS =

= FLOATING LANDS =

- Follow the base game rules.
- Totems can't be placed on the Tundra Biome.
- Connections also act as roads for settlement creation.

Solo/Coop mode:

- Every time one or more Tundra cards are played during the player action, one Void Ruin is placed on the Tundra territory.
- All Void Ruins on the Tundra territory are considered adjacent and form settlements disregarding their location.
- Any time the Void achieves a settlement of 8 or more Ruins along the road, the Void wins.

= GLACIAL MASS =

- Follow the base game rules.
- Connections 1 and 11 are on the same territories.

Solo/Coop mode:

- Follow the solo/coop game rules.

= FORGOTTEN ISLAND =

Additional Set-up:

- Place one Void Ruin on each of the purple circles on the board.
- Mountains won't be used in this map.

Special Rules:

- Connections are blocked by Ruins that can be unlocked if replaced by a tribe Tent, these connections score only if unlocked. To place a Tent on a Ruin Tent's space, play two Biome cards of the same color according to the small icon shown on the Ruin Tent's space. Players will keep the Ruins they unlock.
- At the end of the game, each Ruin token is worth 1 victory point.
- Connections also act as roads for settlement creation.

Solo/Coop mode:

- Ruins are not placed during the set-up unlike the multiplayer game.
- When choosing a placement for a Void Ruin during the Void action (excluding Infection and Corruption), give priority to the purple tent spaces.
- If at the end of the game, there are more Void Ruins than Tents on the purple tent spaces, the Void wins.

= THE UNCHARTED PATHS =

Additional Set-up:

- Place five Void Totems on the purple territory at the center of the board.
- Mountains won't be used in this map.

Special Rules:

- During their turn, players can use one of their available actions to move a Void Totem into a different territory by following these two placement rules:
  1. Void Biome to any other Biome: Play two Biome cards of the destination Biome.
  2. One Biome (that is not a Void Biome) to a different Biome: Play one card of each involved Biome.

Totem placement follow the base game restrictions. Moving a Void Totem still allow players to place one of their pieces on the same territory of destination by playing the corresponding Biome card.

The player uses 2 Forest Biome cards (green) to move a Void Totem from the purple territory to a Forest territory (green).

The player uses 1 Forest (green) and 1 Glaciers (blue) Biome cards to move a Void Totem from a Forest territory (green) to a Glaciers territory (blue).

Solo/Coop mode:

- Void Totems won't be placed on the purple territory at the center of the board.
- When the Void needs to place a Totem on any territory during an Infection or Corruption, the Totem will be placed on the purple territory instead.
- Players can use one of their available actions to move a Void Totem from the purple territory to any other territory, by playing two Biome cards of the destination Biome.
- Any time the Void places the fifth Totem on top of the purple territory, the Void wins.

= THE LONG ROAD =

- Follow the base game rules.
- At the end of the game, count the majority of Tents placed on the purple road as if it was a territory.

Solo/Coop mode:

- When choosing a placement for a Void Ruin during the Void action, give priority to the purple road.
- If at the end of the game, there are more Void Ruins than Tents on the purple road, the Void wins.

= THE VOID =

Set-up:

- This map can be played up to six players.
- Place a Contested Territory Token on each corresponding space on the board.
- Add the Void cards to the Biome deck.
- Give the Determination Token to the last player.
- Mountains won't be used in this map.

Special Rules:

- Contested territories: To move one Contested territory token, players will use two cards of the same color of one of the Biomes connected by a Contested territory token. The Contested token will be placed on the corresponding Biome of the used cards, on the unpathed area, by flipping the token to the darker side and placing a Tent on top of it.
- Determination Token: The player that holds the token can use it to place a second piece on an unexplored territory by using the corresponding card. After using it, the Determination Token will be passed to the right.
- Expedition cards won't be used in this map.

The player use 2 Forest Biome cards (green) to place a Tent on the Forest territory (green) by flipping the Contested territory token and placing it in the Forest territory (green); once the Contested territory token is placed, the player will place the Tent on top of it.

= EXPEDITION CARDS =

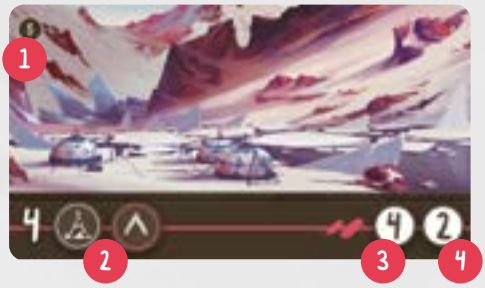
Set-up:

- Shuffle the 16 expedition cards and place 3 on the side of the board.

Special Rules:

- The first player to achieve the expedition by completing the mission on the bottom left of the card, places the expedition card in front of him and immediately gets the amount of points shown on the first circle on the bottom right corner of the expedition card. The second player to achieve the same expedition immediately gains the points shown on the second circle on the bottom right corner of the card and removes the card from the game. No other player will be able to accomplish that expedition.
    - **1~5:** Gain victory points by having at least 4 Tents in the Biomes of that color
    - **6:** Gain victory points by having at least 1 Tent in each of the five Biomes
    - **7:** Gain victory points by having the Tent majority in 3 different territories
    - **8~12:** Gain victory points by having at least 2 Totems in the Biomes of that color

- **13:** Gain victory points by having at least 1 Totem in each of the five Biomes
- **14:** Gain victory points by having the Totem majority in 3 different territories
- **15:** Gain victory points by having a settlement of five or more Tents
- **16:** Gain victory points by having 3 Tents on Road Crossings (Tent spaces that connect 3 roads)



1. Card number
2. Mission
3. First reward
4. Second reward

= FEATS =

At the end of the game, Feats will multiply the base Tent or Totem scoring, according to how many and which Feats are placed on the territory that is being counted.

1 Feat	**x2**
2 Feats	**x3**
3 Feats	**x4**
4 Feats	**x5**

By accomplishing certain tasks, players are allowed to place Feats on the map by following specific Feat placement rules.

You can use one or more of these Feats along with the base game Feats.

COURAGE: The first player to explore the last unexplored territory of the map can place the Courage Feat, which can be placed adjacently to another Feat pawn on the map if present, otherwise discard it.

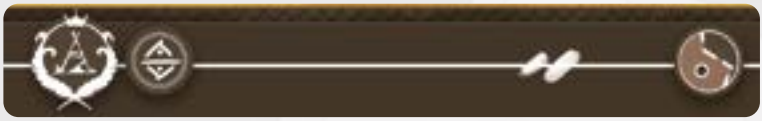
Special scoring: Cancels the scoring multiplier of the closest Feat.

WORSHIP: The Worship pawn with some additional components will allow players to use this Feat in three different variants.

Set-up: Choose one of the three Worship cards.

At the end of the game, the player with the majority of Tents on dead end roads, can place the Worship Feat on any territory. In case of a tie, discard it.

Score multiplier: Duplicate base Tent scoring.



Set-up: Use it only in the Void map.

At the end of the game, the player with the most Tents on top of Contested Territory Tokens, can place the Worship Feat on any contested territory where one of their Tents lie. In case of a tie, discard it.

Score multiplier: Duplicate base Tent scoring.

Set-up: Place the Worship Golden tokens randomly on top of the Totem spaces matching the Biome type. At the end of the game, the player with the majority of Totems on top of all 5 Worship Golden tokens can place the Worship Feat on any Totem connection. In case of a tie, discard it.

Score multiplier: Duplicate base Totem scoring.

Example of Tent scoring with Feats:

The Tundra tribe (red player) holds the majority of Tents and will score a total of 5 points. The Coast tribe (yellow) holds the second-most number of Tents and will score 3 points.

Because of the presence of two Union Feats and one Courage Feat, the base Tent scoring will be multiplied by a total of x2.

Red tribe will get a total of 10 points (5x2) and the yellow tribe will get a total of 6 points (3x2).

= SOLO =

Read the base game rules before going through the solo mode rules.

Solo mode can be played with all maps excluding The Void map.

Feats and Expedition Cards can't be use in the solo game.

= SET-UP =

1. Place the map game board at the center of the table.
2. Select a color and take all Tents and Totems of that color.
3. Put all Void Totems, Void Ruins and Claim tokens next to the board.
4. Place the Totem Connection Scoring Marker (during the solo game it will be referred to as the Void Pawn) on connection number 1.
5. Shuffle all Biome cards, excluding the Void Biome cards and take three cards from the deck, as your starting hand Then draw the 4 topmost cards, placing them face up next to the draw deck (this will be the display).
6. Divide the deck into four similar decks, insert 3 Void Biome cards into each deck. Shuffle each deck separately and then pile them up together. This pile will be the Biome deck.

TERRITORY CONTROL

If a Tent is placed in the last available space of an explored territory, the territory is immediately counted.

To count a territory, start from the Tents/Ruins. The tribe with the majority of Tents/Ruins gains a Virtual Totem (that will not be placed in the stack but still count for scoring). When the Virtual Totem is 'placed', you are ready to count the Totems.

The tribe with the majority of Totems (Virtual Totem included) will gain control of the territory, by placing a Claim token under the Totems, flipped on the white side if the player gains control of the territory, and on the purple side if the Void gains control of the territory. That territory is considered closed.

In the case of a tie, the Void claims victory.

The Void wins all ties even when a territory does not contain Tents/Ruins or Totems.

The player and the Void have 1 Totem each, but since the player has the majority of Tents he gains 1 Virtual Totem, gaining Totem majority on the Glaciers territory (blue). Therefore, the player claims victory over this territory.

The player has 1 Totem and the Void has 0 Totems. The Void though, has the majority of Ruins and gains 1 Virtual Totem. Since the Void wins the tie, he gains Totem majority on the Glaciers territory (blue). Therefore, the Void claims victory over this territory.

TURN SEQUENCE

1. Player action
2. Void action
3. Replenish hand
4. Refill display

1. PLAYER ACTION

During your turn perform your normal action following the base game rules.

Skip your action if your hand is composed of 3 Void Biome cards.

The Void Biome cards cannot be used as wild cards.

2. VOID ACTION

After your turn, you must play a turn on behalf of the Void tribe by following the base game rules.

This action can be done by using at least one of your remaining cards in hand.

If you are left with an empty hand, the Void tribe's turn doesn't take place.

If you are forced or want to play one or more Void cards, you will need to place the used cards face-up above the display.

If **one or more** Void Biome cards are played, the Void performs **only one** Infection. If there are 4 or more Void Biome cards above the display, the Void performs a Corruption.

If a Tent is placed in the last available space of an explored territory, the territory is immediately counted.

The player uses 2 Void cards and puts them above the display. The Void performs a single Infection.

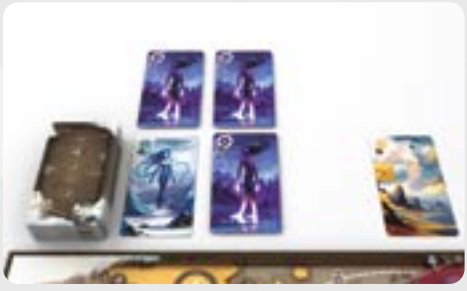
The display has 3 Void cards. The player uses 3 Void cards and puts them above the display. Since 4+ Void cards are now in display, the Void performs a Corruption.

3. REPLENISH HAND

Refill your hand following the base games rules.

4. REFILL DISPLAY

The display gets replenished back to 4 face-up cards only after you have refilled your hand.



If during the replenishment a Void Biome card is revealed, the games stops and the Void performs an Infection.

If the display shows 3 face-up Void Biome cards and a fourth Void card is revealed, the Void performs a Corruption.

= VOID SPECIAL ACTIONS =

VOID INFECTION

When the Void performs an Infection, consider the connection number where the Void pawn lies.

The Infection will take place on all of the incomplete territories linked to that connection number.

For each incomplete territory perform the following actions:

- Place a Void Totem following the base game rules.
- If a Void Totem can't be placed, locate a Ruin in the closest available space to any already positioned Ruin (In case of a tie, you choose the placement of the Ruin).

The Void is performing an Infection. In the Coast territory (Yellow) the Void can't place a Totem, given that the maximum amount of Tents is 2, therefore the Void will place a Ruin. In the Glaciers territory (Blue) the Void will place a Totem, given that the Tent majority is 2 and there is only 1 Totem already present in the territory.

After having infected both territories, the Void pawn will need to be moved to the next higher number, if the Void pawn is at the highest number of the map it will need to be placed back to 1. If the Void pawn lies on top of a connection number that links two counted territories, the Void pawn will pass to the next connection number (in ascending order).

If a Ruin is placed in the last available space of an explored territory, the territory is immediately counted.

VOID CORRUPTION

Perform an Infection.

Before moving the Void pawn to the next available connection number, count both territories and then proceed with the regular placement of the Void pawn on the next available number.

The Void is performing a Corruption. The Void will perform an Infection and immediately after the territories will be counted, even if the territories are not fully explored.

On the Coast territory (yellow) the player has the Totem majority. Therefore, the player claims victory over this territory.

On the Glaciers territory (blue) the Void and the player hold the same amount of Totems and Tents/Ruins. Since the Void wins all ties, he claims victory over this territory.

Collect the Void cards that have activated the Corruption, place one of these cards next to the board and shuffle the rest in the deck, excluding the discard pile.

If the Corruption was activated by Void cards in the display; when refilling, the Void will perform an infection for each subsequently revealed Void card in the display by following the base game rules, including an additional Corruption if four Void cards are revealed.

= ADDITIONAL RULES =

1. You can play a card from a completely explored Biome to skip a Void action.
2. When the Void creates a settlement, interrupt the game and the Void immediately performs a free action (following the rules of the Infection) in the territory that contains the majority of Ruins that are part of the settlement. In the case of a tie, you choose the placement of the Ruin. After this action, the Void pawn won't change placement.

When a free settlement action is used, lay the Ruins on the side, to indicate that the settlement can't be used again to gain a free action.

3. When you create a settlement, you can decide to perform a free action (following the base game rules, without the need of using any of your cards) in one of the territories where the settlement is built. When a free settlement action is used, lay the Tents on the side, to indicate that the settlement can't be used again to gain a free action.
4. You can play a card of a completely explored Biome in order to move one of your Totems or Tents from a territory of that Biome to any other Biome of your choice.

   In order to move one of your placed Totems, it must not have any Void Totem placed on top of it.

   Moving a piece from an already counted Biome to any other Biome, never makes the territory countable again, even if it has a new available Tent or Totem space.

The player uses 1 Desert card and 2 Tundra cards (that will be worth as 1 Desert card) in order to move 2 pieces from the Desert territory (orange) to any other territory. Since the Void Totem is on top of the yellow Totems, the player won't be able to move it and will move 2 Tents instead. Then, the Void will skip its turn given that the player has used all of their cards in hand.

5. If the Void pawn lies on top of a connection number that links two counted territories, the Void pawn will pass to the next connection number (in ascending order).

= END GAME =

The game ends when:

- All territories have been counted.
- If you or the Void have to perform an action but don't have the piece to do it. In this case the game ends and you proceed to count all territories.
- When after a Corruption, there are 3 Void cards next to the board. In this case the game ends and you proceed to count all territories.
- Any time the Void makes a settlement of 10 or more Ruins along the road, the Void wins.

If the Void has control over 3 or more territories, you lose the game.

You can make the game more or less challenging by increasing or decreasing the amount of territories needed for the Void to automatically win.

= 2 PLAYER COOPERATIVE MODE =

Follow the Solo game rules with the following changes:

= SET-UP =

1. Each player selects a color and takes all Tents and Totems of that color.
2. Put all Void Totems, Void Ruins and Claim tokens next to the board.
3. Shuffle all Biome cards, excluding the Void Biome cards. Each player takes three cards from the deck, as their starting hand, then draw the 4 topmost cards, placing them face up next to the draw deck (this will be the display).

= GAMEPLAY =

TURN SEQUENCE

1. Player action
2. Void action
3. Replenish hand
4. Refill display

After replenishing the display, the turn passes to the next player.

During the game players can communicate freely but must not explicitly tell the other player the cards in their hand.

Follow the base game rules when placing tribe Tents and tribe Totems.

Both players' Tents and Totems count as part of one unique tribe, during the score count.

The Tundra tribe (red) places a Tent on the last available space of the Forest territory (green). After this move the Forest territory is completely explored and needs to be counted. Since in a 2 player game both players' Tents and Totems count as part of the same tribe, they hold the majority over the Void, claiming victory in the Forest territory (green) with a total of 3 Tents (2 Red + 1 Yellow).

= END GAME =

The game ends when:

- All territories have been counted.
- If you or the Void have to perform an action but don't have the piece to do it. In this case the game ends and you proceed to count all territories.
- When after a Corruption, there are 3 Void cards next to the board. In this case the game ends and you proceed to count all territories.
- Any time the Void makes a settlement of 10 or more Ruins along the road. In this case, the Void wins.

If the Void has control over 1 or more territories, you lose the game.

You can make the game less challenging by increasing the amount of territories needed for the Void to automatically win.

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